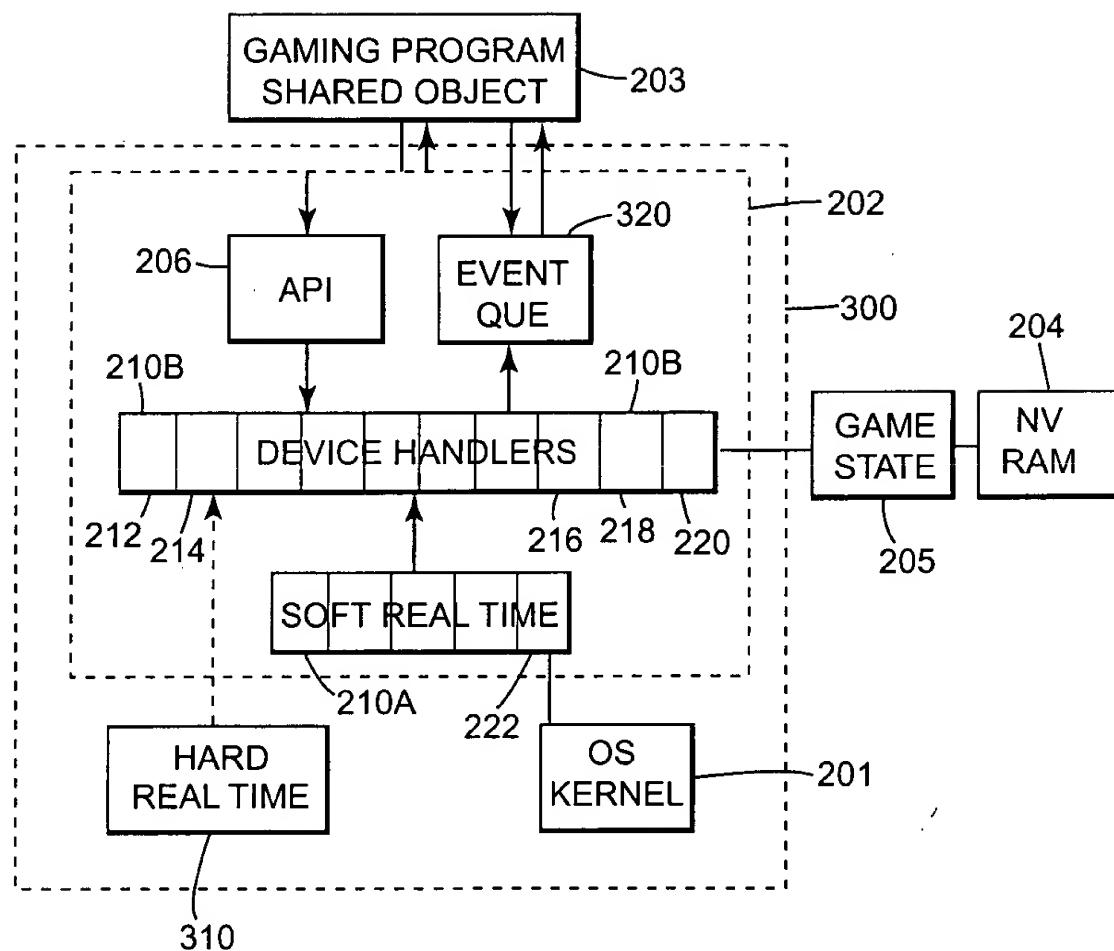


**Fig. 1**



**Fig. 2**



<b>System Handler Application Linking</b>
<b>Dynamically To API to</b>
<b>Gaming Program Object</b>
<b>Gaming Program Object</b>
<b>Loading Gaming Program Shared Object and Executing</b>
<b>Gaming Programmed Shared Object</b>
<b>Storing Game Program Object in Non-Volatile Memory</b>
<b>Executing Call-Back Function Corresp. To</b>
<b>Change of Game Data In Non-Volatile Mem.</b>
<b>Loading, Executing Shared Object, Loading</b>
<b>2d Shared Object</b>
<b>System Handler and Kernel Working in</b>
<b>Communication to Hash Code</b>

<b>Control Networked On-Line System</b>	
	<b>Control Progressive Meter</b>
<b>Accessing and Using User Code From ROM, Zeroing Out Unused RAM, Testing and Hashing Kernel, and Disabling Selected Device handlers</b>	

**FIGURE 3**